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360Zine

Issue 60 | November 2011

Free Magazine For Xbox 360 Gamers. *Read it, Print it, Send it to your mates...*

PREVIEWED!

SAINTS ROW: THE THIRD

Are you ready for the craziest game of the year? Hands-on inside!

PLUS!



PREVIEWED!
MAX PAYNE 3



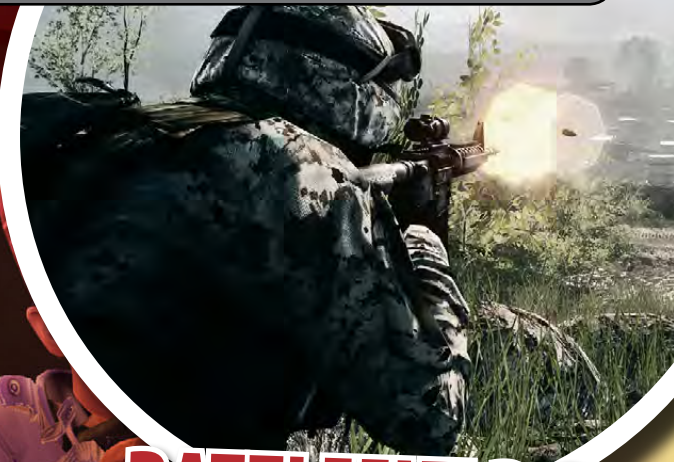
REVIEWED!
BATMAN: AC



REVIEWED!
FORZA 4



REVIEWED!
PES 2012



BATTLEFIELD 3

The wait is over. Does it live up to the hype?



BATTLEFIELD 3
BONUS MAGAZINE





Welcome to 360Zine



As I write, rain is pelted against the window, there's a biting chill in the air, and it's depressingly dark at 10am. Good job we've got a ludicrously stacked issue of 360Zine to keep us warm, then.

Kicking things off is the most hyped game of the year, Battlefield 3. You can read our extensive and brutally honest review inside. And the big Battle is joined by the current frontrunner for Game of the Year, the magnificent Batman: Arkham City, the devilishly difficult Dark Souls, the resurgent PES 2012 and the classy Forza 4.

As for the cover, we've gone a bit Saints Row mad this month. Read on to get the full lowdown on one of the craziest, ballsiest and most damn fun games this year.

Enjoy the issue!

Jon Denton, Editor
360zine@gamerzines.com

360Zine FEEDBACK!
Click here to tell us what you think of the new issue

MEET THE TEAM
Probably the best games writers on the planet



Dave Scammell
On the Battlefield.



Thomas Worthington
A Dark Soul.



Dark Souls
Reviewed and rated

Don't miss! This month's top highlights

BATTLEFIELD 3
THE FULL REVIEW!

Batman: Arkham City
Game of the year?

Max Payne 3
First preview

SAINTS ROW: THE THIRD
Previewed Inside

QUICK FINDER

Every game's just a click away!

- | | |
|--------------|---------------|
| Syndicate | Battlefield 3 |
| UFC | Batman: |
| Undisputed 3 | Arkham City |
| Saints Row: | Forza 4 |
| The Third | PES 2012 |
| Max Payne 3 | Dark Souls |

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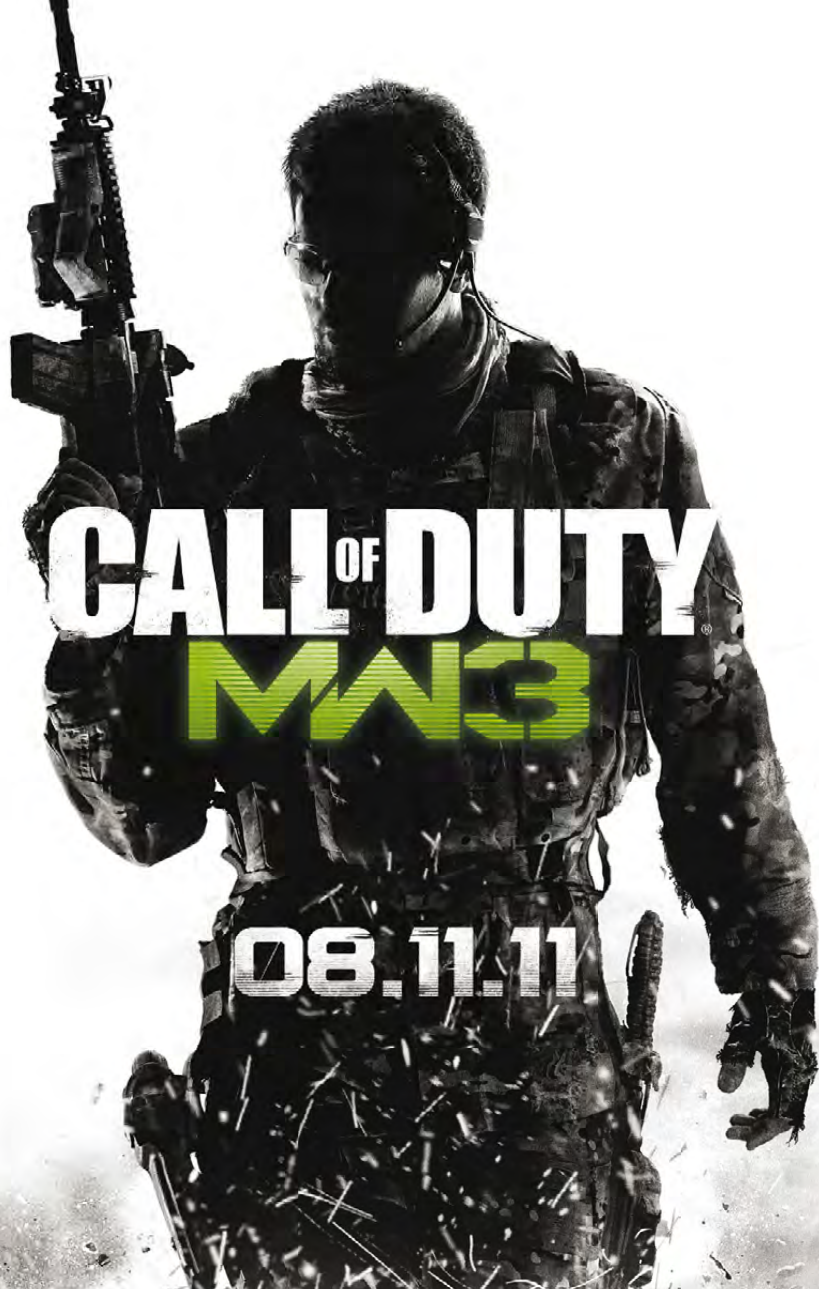
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WWW.CALLOFDUTY.COM



CALL of DUTY MW3

08.11.11



PLAYBACK OPTIONS:

PRE-ORDER
NOW



XBOX
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SLEDGEHAMMER
GAMES

ACTIVISION
activision.com

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XBOX 360.

Jump in.



SYNDICATE

Publisher: EA

Developer: Starbreeze

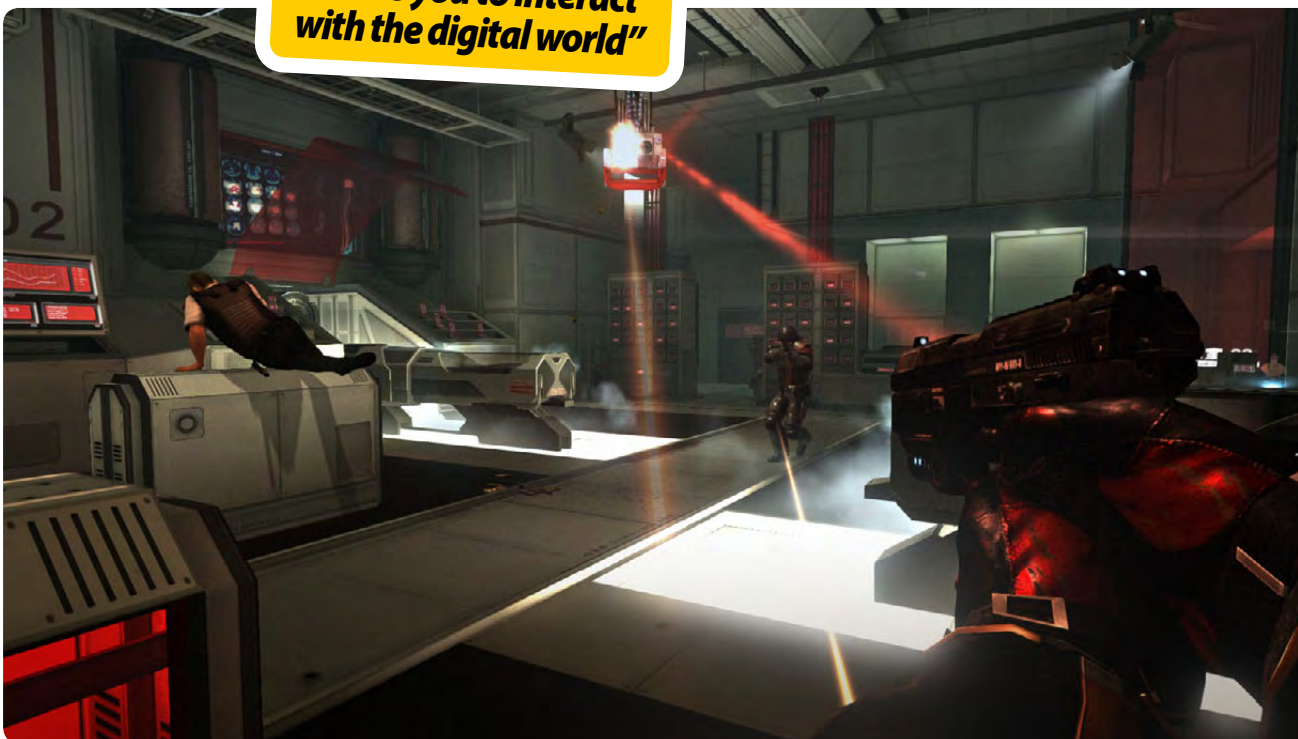
Heritage: The Darkness,
Chronicles of Riddick

Link: www.ea.com/syndicate

ETA: February 2012



**"The chip in your head
allows you to interact
with the digital world"**



FIRST LOOK

Syndicate

And now for something a little more corporate...

What's the story?

It's been long-rumoured, often denied and much anticipated, but now we know that Starbreeze's reimagining of the PC classic Syndicate is most definitely real. Unlike its isometric, strategic roots though, Sweden's slickest design outfit has taken the concept of cybernetic death agents and transposed it to what it knows best: first-person shooting. Some have been quite vocal against this change, but it's important to remember what Starbreeze does better than almost anyone,

and that's marrying action with moody atmosphere and gritty storytelling, which are all things that the original game had in spades.

What do we know?

You play as a cybernetic agent who has a special chip inserted into his head, much like in the original. However, this time around the chip allows you to actually interact and play around with the digital world, in a system Starbreeze is calling 'Breaching'. At a basic level, it allows you to 'hack' stuff like doors and cameras from a distance, but once you realise that everyone in this world is fitted with their own head chips, things start to get a little more fruity.

An early example of how you can start getting funky with Syndicate's breaching comes when our agent passes a room full of enemies on the other side of a two-way mirror. Instead of just filling them with lead, our boy hacks into one enemy's brain, causing him to freak out, shoot the other two people in the room then blast himself right in the cranium. What a donut. Later, you'll be able to breach enemies' weapons so they backfire, or use it as a cloaking device. They don't stand a chance. >



SYNDICATE



"If Syndicate can build an identity of its own then it will be to its benefit"



> Syndicate continued

In an effort to make sure you're not completely overpowered, your Breaching powers are governed by the amount of adrenaline coursing through your augmented veins. To maintain a healthy (or probably unhealthy, thinking about it) volume of adrenaline, you have to stay in the heat of the action, firing weapons, dodging bullets and generally being a bad ass.

So if all this sounds like a bit of a departure from the Bullfrog original then, well, it is. Would anyone have been on board with an isometric strategy game in this day and age though? Unfortunately, probably not. Hopefully, the hacking and Breaching will help Syndicate avoid the first-person shooter trap and help it to stand out from the pack a little.

When do we get more?

It's out surprisingly soon. Dangerously so, in fact. Syndicate will be with us in February next year, meaning that it's almost finished. Is this the shortest time from announcement to final release for a big game ever? We can't think of anything else so sudden.

Anything else to declare?

Well, while Starbreeze is a supremely talented and stylish developer, there's still a nagging worry that Syndicate might not set the world on fire. It looks stunning and is undeniably slick, but the whole future-corp concept has been done to death, and there are so many shooters out there now that anything that dips below that supremely high bar might struggle. If the game can step out of the glass-walled high rises and away from the giant electronic billboards and build an identity of its own, then it will be to its benefit. Either way, we won't have to wait long to find out.



"MODERN WARFARE SHOULD BE VERY AFRAID"



FEEL THE BATTLE BATTLEFIELD 3™

28.10.11



PLAYBACK OPTIONS:



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BATTLEFIELD.COM/UK

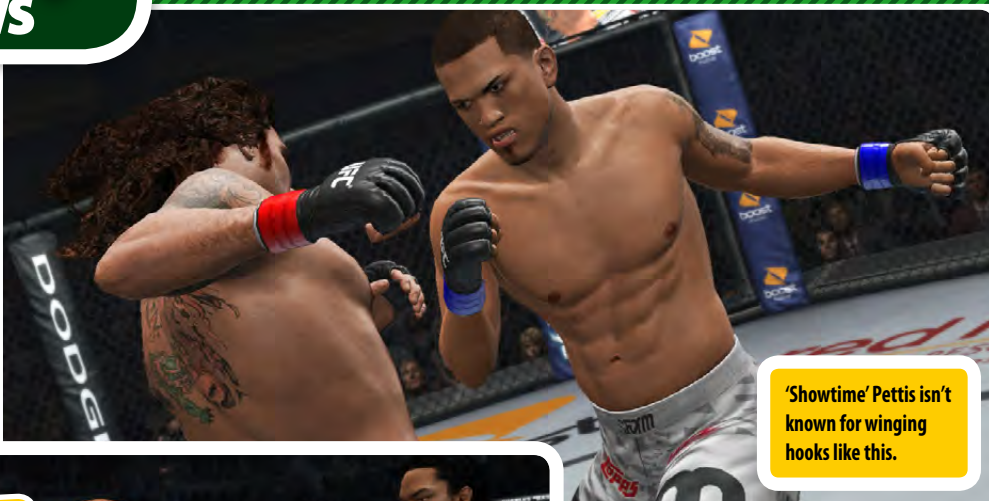


CONTROL →



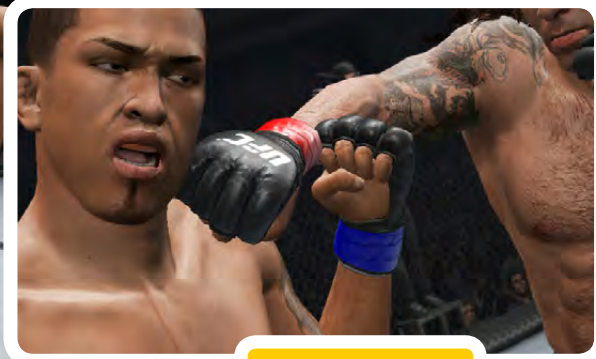


Publisher: THQ
Developer: Yuke's
Heritage: UFC Undisputed
Link: www.ufcundisputed.com
ETA: Jan 2012



'Showtime' Pettis isn't known for winging hooks like this.

PREVIEW FEEDBACK!
Click here to tell us what you think of UFC 3



There's nothing quite like a straight right to the jaw to remind you you're in a fight. Better get to work, or you'll be sleeping soon.



"This is a sport about the purity of competition and the ultimate test of nerve and character"

FIRST LOOK

UFC Undisputed 3

Do you know your switch kicks from your single-legs?

What's the story?

After nearly two years in the back, tightening its wraps and hitting pads, UFC Undisputed is ready to step back into the Octagon and do what it does best, putting leather on face and forearms across prone throats. Two new weight classes have been added, Bantam and Feather, increasing the roster massively, and there's a new Pride mode, featuring the classic Japanese ring, and brutal headkicks-on-the-ground rule set.

Headkicks on the ground?

Yeah. Fear not, though. The American rule set is a lot less savage. Mixed Martial Arts may appear extremely violent, and of course fundamentally it is, but this is a sport steeped in respect and artistry, about the purity of competition and the ultimate test of nerve and character. UFC Undisputed has always represented this side of the sport fantastically, and is backing it up with plenty of new in-ring improvements, including new grappling positions like standing back control and seated half-guard against the cage. Or in other words, bloke-on-your-back and get-the-hell-off-me.

When do we get more?

It's not out until January next year, but 360Zine will be going hands-on and interviewing the developers in time for our next issue, so if you're a fan of all-things fisticuffed, be sure to check out the December issue.

Anything else to declare?

There are other improvements, too. A new submission system mimics EA MMA's, meaning you won't have to shatter a thousand controllers spinning the stick around any more. Also, the fan-pleasing 'Finish The Fight' mode sees all knockdowns allowing for follow-up shots on the ground. You don't let up until the ref pulls you off – just how it should be. Let's hope work's been done to improve the stale career mode and tighten up the often-shoddy netcode. We should know by next month.

SAINTS ROW

— THE THIRD —



STRAP IT ON 18.11.11

PLAYBACK OPTIONS:



XBOX 360 XBOX LIVE



PS3



PlayStation Network

PC DVD-ROM



SAINTSROW.COM



INCOMING

A fistful of top new titles coming to 360...



The Darkness 2

Publisher: 2K | **ETA:** February 2012

Another game in the list of things no one expected to be sequelled. The Darkness 2 has been handed to Digital Extremes, who have opted for a comic book cel-shaded visual style and the ability to quad-wield weaponry thanks to your friendly neighbourhood tentacle things. It's good to have friends.



WWE 12

Publisher: THQ | **ETA:** November

Fans of the fight game (both real and fake) were surprised when UFC Heavyweight Brock Lesnar appeared in the media for WWE 12. It's a big coup for the WWE to get the big man back in the squared circle, so you'll be F5ing chumps through the mat just like the good old days. Just don't try anything from the top rope...



FFXIII-2

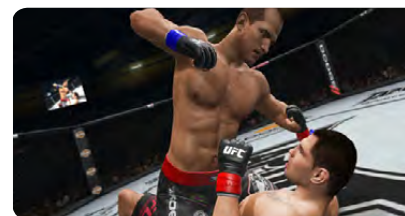
Publisher: Square-Enix | **ETA:** January 2012

It's hard to keep up with Final Fantasy. Imagine if a series of movies started sequelling individual sequels, and then sequelling those. There'd be outrage. With Final Fantasy though, everyone just seems to accept the madness and roll with it. So this is the second story in the world of Snow and Lightning, and it looks like it's going to be every bit as gorgeous as its predecessor.

Prototype 2

Publisher: Activision | **ETA:** April 2012

Sometimes it's hard to remember that Activision actually publishes games that aren't Call of Duty, such is the unreal amount of attention that mega franchise rightly attracts. Yes, there is another game appearing under the Acti label though, and it's the second in the oh-so-unpleasant openworld murder riot Prototype. This time you play as the guy out to get Alex Mercer, complete with his own set of nasty powers.



UFC Undisputed 3

Publisher: THQ | **ETA:** January 2012

With EA MMA dead in the water and Supremacy MMA not even worth a casual triangle choke, the UFC once again finds itself in a position of untenable dominance. Not that this means the hardworking soldiers at Yuke's and THQ haven't put their all into making the best Mixed Martial Arts game possible. With a tonne of new fighters and countless more positions available in the cage and on the mat, UFC Undisputed 3 should offer the most clinical recreation of controlled violence ever.



Skullgirls

Publisher: Autumn Games | **ETA:** 2012

The 2D fighter market might be more crowded than a KFC at 2am, but there's surely room for an Xbox Live Arcade effort, with visuals scrawled by the artist behind Scott Pilgrim? Yes, that rhetorical device is correct, there is. Quite whether the glorious cartoon world of Skullgirls will have the depth of Street Fighter IV is still up in the air, though.

UPCOMING

DECEMBER

● Rayman Origins

● Kinect Sports Season 2

JANUARY

● SSX

● UFC Undisputed 3

FEBRUARY

● Syndicate

● The Darkness 2

MARCH

● Mass Effect 3

● Max Payne 3



The Elder Scrolls V
SKYRIM

“HUGE, AMBITIOUS AND BEAUTIFUL”
- 360ZINE

“ONE OF OUR MOST WANTED OF 2011”
- P3ZINE



ELDERSROLLS.COM



Bethesda

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PLAYBACK OPTIONS:



CONTROL →





SPECIAL PREVIEW

Saints Row: The Third

Publisher: THQ
Developer: Volition
Heritage: Saints Row,
Red Faction
Link: www.saintsrow.com
ETA: 18th November

**PREVIEW
FEEDBACK!**
Click here to
tell us what you
think of *Saints
Row The Third*

Get ready for the crazy

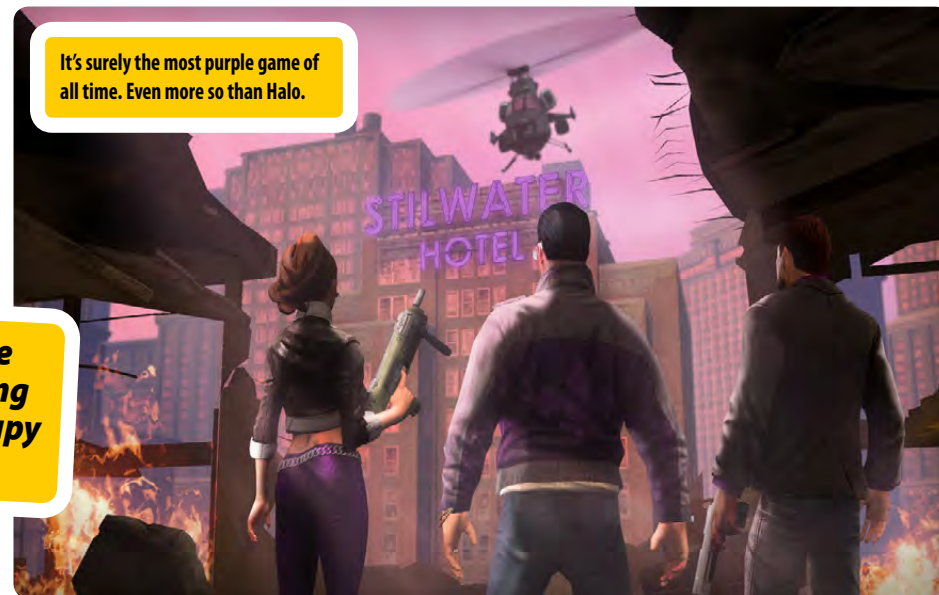
Ever wondered what it would be like if a developer just stopped caring? Not in the sense that they're not putting in the effort, just that they no longer give an aerial crap about establishment or standards or what they're 'expected' to do? Wonder no longer. Here's Saints Row: The Third, and it doesn't give a shit.

Seemingly sick of the pomp and circumstance that has become synonymous with triple-A action games, THQ stalwart Volition has thrown out the rule book and distilled everything that's fun about openworld games into Saints Row: The Third. And then they've thrown in at least five more buckets of crazy. They're big old buckets, too.

Basically, The 3rd Street Saints have clambered out of their pit of criminal poverty and have taken their brand of larger-than-life mischief and violence global. You're now famous, and everyone in the new city of

"Saints Row: The Third is the gaming equivalent of Occupy Wall Street"

It's surely the most purple game of all time. Even more so than Halo.



Why wouldn't you dress up in a giant mask of your own face and shoot a helicopter?

SAINTS ROW
THE THIRD

Suffice to say, Saints Row:
The Third isn't a game
that takes itself seriously.



> Saints Row continued

Steelport knows who you are. And we really do mean everyone.

This means, for the first time in an openworld game (barring a few particularly zealous denizens of Fable's Albion) you can do whatever you want to the public, and they'll still love you.

So if it's drilling an innocent woman's head into the ground with a leaping WWE-style DDT, kicking a cop in the balls or chasing down peds with, yes, that giant purple dildo, it's almost impossible not to feel the love from your adoring public. Is it crass? Vulgar? Too much even? Yes to all three. And all the better for it.



If the original Saints Row was a GTA clone with promise and its sequel a full stride in the direction of crazy town, then this is the game that Volition have always wanted to make. Surely. It's not all silliness and dildos, though (and we never thought we'd have to write that sentence!). Volition has built a new engine to support its vision, meaning the creaking old clunker that powered Saints Row 2 has been chucked in the bin (thank God) and we've been given a game that's actually worthy of the platform it's running on.

So, not only does Steelport look the part in its garish purple urban resplendence, but it also plays host to the type of ambitious and ludicrously varied gameplay that sets it so far apart from the pack that it's merely a pixelly blur in the distance.

It's the antithesis of GTA IV, really. For all that game's brilliance – and it is brilliant, despite what some recent dissenters might fashionably argue – it didn't allow you to indulge in your wildest freeform vehicular fantasies. It was grounded, focused on character and satire and immaculate detail.

Saints Row The Third cares about none of these things. It cares about giant fighter planes sitting in back alleys. It cares about floating hoverbikes. It cares about sticking you in a car with a giant face. You can parachute. You can call in airstrikes to take out muggers. You can do almost anything. If it's stupid, over-the-top and exactly what you've been wanting to do every since openworld games were invented then the chances are Volition have shoved it in here.



SAINTS ROW THE THIRD



Furries, cat suits, explosions, exasperated police officers... all in a day's work.



> Saints Row continued

The madness filters all the way from the city through to your own character creation tools. Unlike most games in the genre, Saints Row: The Third – like its predecessors – wants you to build the man or woman you want to be. Or indeed the man or woman you really, *really* don't want to be. If giant pant-wearing fattsacks with glowing green flat-tops are your cup of tea then knock yourself out.

So, we've established that it's mental, that it looks better than ever and that it's almost outwardly offensive, but what do you actually *do* in this sea of carnage? Well, much like before, it's all about respect...

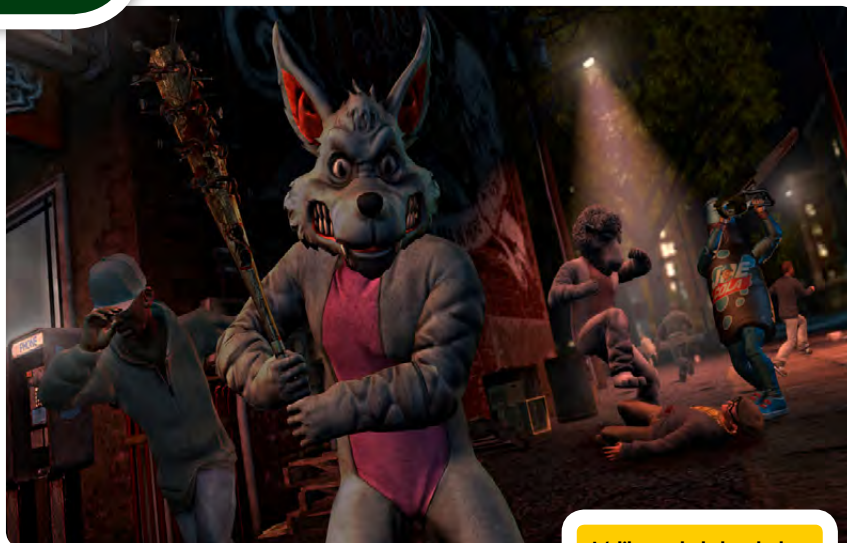
Keen to make sure the game doesn't just descend into chaos (and prove

short-lived), there's still a semblance of structure woven into Saints Row: The Third. By completing missions and carrying out tasks, you'll earn respect. Unlike before though, this respect isn't needed to unlock new levels, so you won't have that sluggishly boring Assassin's Creed-style trudge to get through when you just want to bang away at the story. Now respect allows you to tool up, upgrading your weapons and vehicles and make you the most saintly 3rd Street Saint in the land of the madmen.

There's a whopping (yes, whopping) 56 missions to get through in the main story, starting with a bank raid/publicity stunt that sees you and your cronies airlifting a room with a cargo



SAINTS ROW THE THIRD



It's like an alcohol-soaked nightmare. In a good way.



Gun versus guns. We know which one we'd pick!

> Saints Row continued

helicopter and ends God knows where. And if you can't be bothered piling through the plot, Volition has packed every street corner with content.

There are a veritable tonne of side missions and daft activities to get distracted by. Some of the best so far include setting fire to pedestrians while atop a miniature ATV (a comment on the passing of THQ's own MXvsATV franchise perhaps? No, didn't think so), hurtling around town rounding up women in your pimped out motor, and everyone's favourite, the hilarious physics-driven shadenfraude of Insurance Fraud. Getting run over has never been so fun.

Chuck in online co-op (an absolute must for those looking to maximise their hilarity in Steelport) and a competent and complete multiplayer suite and you've got a surprisingly robust package. In a November filled with big but perhaps overly established sequels, Saints Row: The Third is a deliciously fresh slice of naughtiness. It's dressed up like a guilty pleasure, but once you peel off a couple of layers, there's a hulking beast of a game lurking under there.

Saints Row: The Third is the gaming equivalent of Occupy Wall Street – antiestablishmentism fuelled by boredom, carnage and possibly a lot of drugs. Thankfully though, this one has far, far fewer hippies. ●

TWO ASSASSINS.

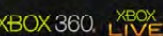
ONE DESTINY.



PLAYBACK OPTIONS:



AVAILABLE NOVEMBER 15TH



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UBISOFT



CONTROL →





MAX PAYNE 3

PREVIEW

Max Payne 3

Max is back, but can he woo us like before?

It's been a while since Rockstar did something small. GTA IV, Red Dead Redemption and L.A. Noire have defined the ambitious publisher/developer in this console generation, but it wasn't that long ago that it was a time of The Warriors, Manhunt and even Midnight Club.

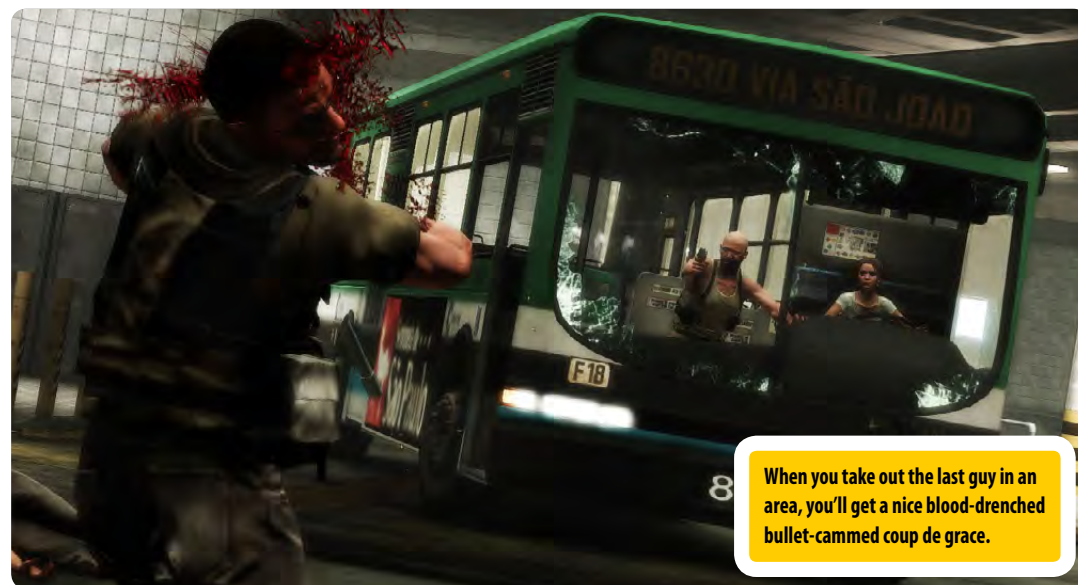
Small's not really the right word, though. Focused is much better. And it's this focus that brings us Max Payne 3, the long-awaited sequel to 2003's The Fall of Max Payne. Instead of open worlds and hidden packages, we've got a tight, story-driven action game crammed with detail and concentrated on maximising your bang-for-buck ratio at every turn. In other words, we've got a Max Payne game.

If by some bizarre twist of fate you've never donned the trenchcoat and slo-mo dived across one of Max Payne's gangster-lined levels before, then it's probably a good idea to fill you in. This is a third-person shooter with a bullet-time mechanic, sexy Euphoria-powered animation and a tongue-in-cheek neo-noir narrative that's as surreal as it is pulpy. Easy enough, huh?

Unlike its predecessors though, Max Payne 3 doesn't just take place in the cold rainy streets of New York. Max has gained weight, shaved his head and taken up work as private security for a rich and important chap in the distinctly unsafe city of Sao Paulo, Brazil.

Before you know it, everything's gone wrong. Someone's been kidnapped and Max has to grab those dual berettas once again. Unlike Rockstar's most recent output, there's no time for pondering in Max Payne 3... it's straight into the action.

Despite the majority of the game taking place in Brazil, things still kick off in New York, in Max's grimy apartment. It's been a few years since the events of The Fall of Max Payne, but old Max has got himself into a spot of bother by killing a local mob boss' son. Can you guess what happens next? Yep, that's right, the mob boss isn't happy, and he's brought many, many goombas over to take Max out. Thankfully, Mr Payne has two things at his disposal. A worrying (yet helpful) addiction to painkillers, and the never-explained-but-never-has-to-be ability to slow down time and cap >



When you take out the last guy in an area, you'll get a nice blood-drenched bullet-cammed coup de grace.



MAX PAYNE 3

> Max Payne 3 continued

anyone stupid enough to aim a crosshair at his grizzled visage.

In order to bring Max up to date, though, Rockstar has made a few concessions. He can now snap to cover like any self-respecting modern action hero, and he's done the suitable training too, so he can move between hiding spots, blindfire and use his slo-mo powers while he peeks out into the line of fire.

Our time in the Big Apple is brief though, and our demoers soon whisk Max off to Sao Paulo, where he's now bald, overweight, sporting a grubby wifebeater and accompanied by a scared woman bleating in Portuguese. There's no subtitling in Max Payne 3 (no translations, anyway), which is an attempt to capture the feeling of

"He's now bald, overweight, sporting a grubby wifebeater and accompanied by a scared woman"

alienation; of being stuck in such a shockingly different culture. It certainly seemed to be working. From there, it was all-out action, as Max blasted, rolled, dived and spun his way out of trouble, filling the gloriously animated bad guys with lead and having just enough time to spit out a few suitably gruff one-liners in an interior monologue (naturally) before he was onto the next firefight.

With scripted set-pieces, a strong story and ridiculous attention to detail, Max Payne 3 is not going to disappoint fans of either the franchise or Rockstar. Sometimes small is better after all. ●



Nothing says moody like Max Payne with a beretta. Just don't talk about the movie.



**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Max Payne 3

360Zine

MAX PAYNE 3

HOW COMPLETE?

80%

FIRST IMPRESSIONS

85%

Sharp, action-packed and very moody indeed



IN STORES 18.11.11
WWW.NEEDFORSPEED.COM



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16
www.pegi.info





Publisher: EA

Developer: DICE

Heritage: Battlefield:
Bad Company

Link: www.battlefield3.com
OUT NOW

Battlefield 3

The most hyped game of the year is here

There's rarely been a campaign like it. No, sadly we're not talking about Battlefield 3's rather plodding and pedestrian single-player story, or its equally uninspiring co-op. No, we're talking about the relentless, all-encompassing marketing campaign that has forced DICE's threequel down people's throats for most of the year with a rumbling dub-step swell and a tsunami of teal and orange.

When you put that much into selling your game before it's even out and on the shelves then the final product had better deliver. So, does Battlefield 3 live

up to its promise as a Call of Duty killer? Well, yes and no.

After months of snippets and vertically sliced demos, Battlefield 3's single-player is pretty disappointing. Well, it should be disappointing, but in truth, this particular reviewer never really held out much hope for DICE to nail a story-driven first-person shooter campaign. What we're given is a beautifully lit, sporadically pretty sub-CoD linear blast, with seriously suspect enemy AI, perfunctory shooting, some dodgy QTEs and a few skilfully designed but clichéd set-pieces.

"Loaded with drama and boasting better balance than the guy from Man on Wire"

It's fine and perfectly playable, even if the enemies are simultaneously too stupid and too accurate, but its middle-of-the-road nukes on the loose plot and meticulously interjected dramatic moments are just not as good as the competition's. Call Of Duty isn't exactly pushing boundaries, but this ➤



Single player is rarely exciting, more functional. It truly is all about the multiplayer.

DUTY CALLS

Gun on gun... you're done



From Paris with love

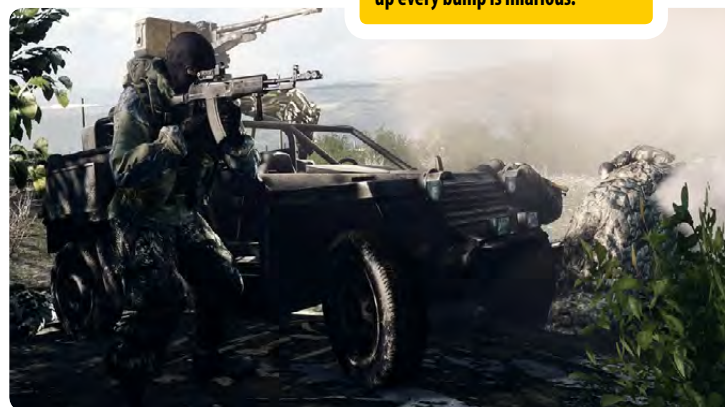
Light of my life

Spot and search

From Paris with love

Both the campaign and multiplayer pay memorable visits to the French capital. The 'comrades' mission in single-player is a rare highlight, while Operation Metro from the Beta has been tweaked and improved to make it a killer conquest map.





Every vehicle handles superbly, but it's the jeeps that really stand out. Tearing over terrain and soaking up every bump is hilarious.

> Battlefield 3 continued

just comes off as a pale imitation.

It all starts reasonably, with a flashback story structure giving snippets of some rubbish about WMDs, while justifying your skirmish-hopping, character-jumping selection of missions. The first proper level is a real showcase for Frostbite 2's monstrous lighting capabilities, as you and your marine buds sneak through an Iraqi city. Fears that the 360 wouldn't be able to handle the game's demands are pretty much unfounded, too. Bar the odd shaky framerate drop and a couple

of dodgy textures, it's basically a slightly duller version of those amazing promo videos. Highly impressive. As long as you install the 1.5GB texture pack of course. Otherwise it looks like a PlayStation 2 game. It just never gets your blood pumping, though.

The co-op campaign isn't much better. Obviously these things are always more enjoyable when blasted through with a companion, but it's still corridors, men and guns, and not exactly representative of what Battlefield actually is. It feels like a DICE

that's copying a formula it's neither comfortable with or enamoured with, and to be honest, it shows.

Thankfully, and predictably, all that big-budget scripted nonsense is

"If Call of Duty is a McDonald's quarter-pounder meal, then Battlefield 3 is a succulent fillet steak"

actually pretty irrelevant. As long as you're aware that this is a game about large-scale online warfare, bustling with vehicles, loaded with drama and boasting better balance than the guy from Man on Wire, then you're in for a endlessly giving ride.

Battlefield 3's thunderous multiplayer feels like the result of a decade's hard work, research, refinement and, of course, raw talent. The Swedish gunsmiths have been head and shoulders above the competition since day one, but already it's clear Battlefield 3 is their crowning achievement. It scales magnificently, whether you're soaring through the skies in a jet (before ploughing it into a mountain) or mashing an enemy's cover in a fiercely tense close-quarters firefight, there's never a dull moment. If Call of Duty is a McDonald's quarter pounder meal, then Battlefield 3 is a succulent fillet steak. Both taste good, but you know what's better for you.

Ostensibly, it's 24-man war, played out with three squads of four soldiers battling each other for territory (Conquest mode) or the frontline

MAP YOUR LIFE OUT

Five multiplayer maps that show off Battlefield 3's incredible variety in style...



CASPIAN BORDER

A huge map featuring every type of terrain possible. Great for planes and choppers.



DAMAVAND PEAK

The one with the cliff, basically. Leap off and sail down on your parachute. Glorious.



KHARG ISLAND

Plenty of open terrain and nasty sniper spots abound on this mid-sized map.



NOSHAHR CANAL

Watery expanses allow you to get on your dinghy and start causing some mayhem.

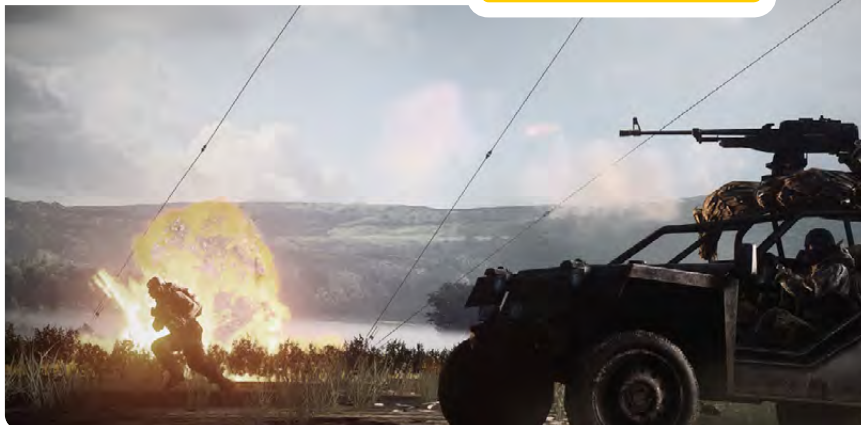


OPERATION FIRESTORM

Another big one, this time with a far more industrial feel. Just don't crash that plane!



Marching across the open ground is always dangerous with snipers around. Stop and drop!



The destruction isn't as overpowered as Bad Company 2's, but it's still entirely possible to level buildings with a tank.

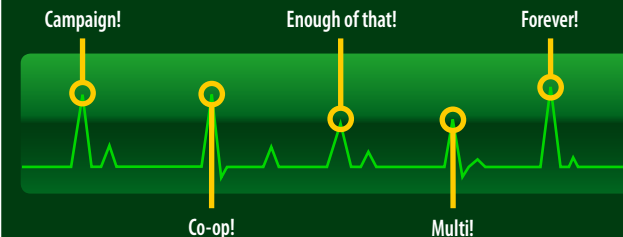


> Battlefield 3 continued

(Rush). What makes it tick though, is a simple but perfectly realised class system that brings together medic-pack hurling assault soldiers, vehicle-repairing engineers, baddie-spotting snipers and heavy-duty support staff. It sounds complicated, but it's really not at all. Everyone can shoot, everyone can rack up kills, but only teams who utilise their specialist abilities will succeed in the long run.

In truth, the real beauty of Battlefield is in its moments. In only a short time on its packed servers, we've seen the type of unscripted madness unfold that Hollywood would pay millions for. Sprinting through corrugated iron huts as a tank tears through them with its shells, battling for 10 straight minutes in one room in the Paris underground, spinning a jet between two buildings and soaring back into the sky... these are the types of things that happen in every single Battlefield match, and they're never the same. If you've spent time in one of DICE's theatres of war, then you will have your own set of

PULSOMETER *Signs of life*



stories to tell. Battlefield 3 is just simply its broadest canvas yet.

So, how do you score a package that varies so wildly in quality? In this case, by focusing not on what the adverts and trailers have been yelling about, but on what this series has always been – the finest multiplayer shooter on the market, anywhere.

Battlefield 3 is a game that will keep on giving for months and even years, a constantly evolving game of digital soldiers played out in arenas crafted by the finest minds in the business. Ignore the me-too shenanigans of the campaign, forgive the misguided co-op, and just enjoy what DICE's overhyped juggernaut truly is – the real heart of the battle. ●

360Zine Verdict

Thunderous multiplayer, mediocre campaign. But it's the multi that matters



The best multiplayer around.



Amazing engine



Weak campaign

90%



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Batman: Arkham City

Publisher: Warner Bros
Developer: Rocksteady
Heritage: Batman:
Arkham Asylum
Link: <http://community.batmanarkhamcity.com>
OUT NOW

Ever danced with the devil in the pale moonlight?

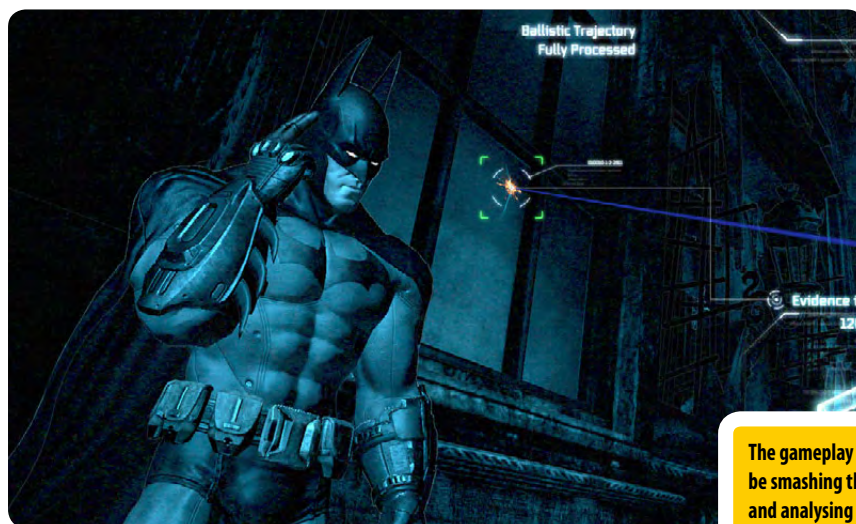
Two years. Two years! That is all it took for the fiercely hard-working visionaries at London's Rocksteady studios to build a masterpiece. Batman: Arkham City is a work of such craft and attention that it genuinely raises the bar for what's possible (and now expected too) from an action game. And all this in just two years.

In actual fact though, it's not two years at all. This is a lifetime's work. The team at Rocksteady, led by the unassuming director Sefton Hill, have been consuming greatness for years. There are hallmarks of the best littered throughout Batman Arkham City. The detail of Grand Theft Auto, the gadgets of Metroid, the scope and structure of Zelda... Even the glorious movement

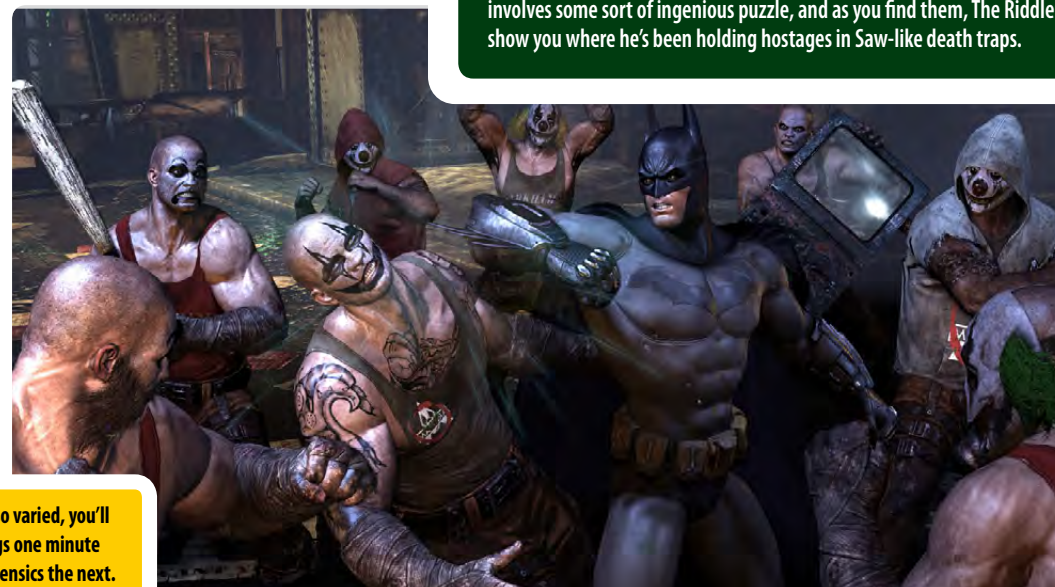
"The team at Rocksteady has been consuming greatness for years"

of Mario. These are gamemakers who know their trade inside and out.

Not that Batman Arkham City is some sort of crude patchwork, though. This is very much its own beast, a sweeping expansion of everything Arkham Asylum brought to the table ➤



The gameplay is so varied, you'll be smashing thugs one minute and analysing forensics the next.



THE DARK KNIGHT RISES

It ain't easy being Batman



Riddle me this



Joke's on you



Cold in here



Riddle me this

The psychotic Edward Nigma returns in Arkham City, dotting the landscape with over 400 of his question mark trophies for you to find. Every single one involves some sort of ingenious puzzle, and as you find them, The Riddler show you where he's been holding hostages in Saw-like death traps.



The superb combat has been refined, offering more animations, easier ways to attack with gadgets and even more brutality.



> Batman AC continued

in 2009, stretched out into the most finely honed open world yet, penned with class and confidence by Hill and Batman stalwart Paul Dini, and drowning in content and possibility.

The corrupt mayor of Gotham, Quincy Sharp, has bought up a tonne of real estate in the city's less desirable areas, walled it all in and hurled every single criminal inside, free to do what they want away from the good people of Gotham. Of course, Batman ends up in there after being kidnapped by Arkham City's overlord, the twisted

psychiatrist Hugo Strange, and breaking free from his grasp.

Then the game begins proper. You're hunched on a rooftop, surveying the vast city below and free to go anywhere. It's the Batman game of any kid's dreams, the game where you patrol the streets silently from above, eavesdropping on scum, swooping in to deliver quick and violent justice before disappearing into the night sky.

Those fearing an unfocused openworld ramble need not worry. While Arkham City is open, and

brimming with side quests, collectibles to hoard and landmarks to make fans squeal, Rocksteady is still telling a story. You're directed towards one of the city's main buildings at key moments

"This is the most finely tuned open world yet, penned by Sefton Hill and Batman stalwart Paul Dini"

and once inside, the game reverts back to a more familiar 'dungeon' structure. What interiors, though. Every building has been lavished with decaying Gothic detail that perfectly befits the criminal lurking within, and the sumptuous trio of spatial puzzles, thug-thumping combat and those gargoyle-swinging predator rooms all return in finest fettle.

A quick word on the combat, first of all. Rocksteady had already shown how to make you feel like The Batman with its two-buttoned attack-and-counter system, but that doesn't mean that it hasn't been refined and smoothed to gleaming perfection. There are countless new animations, far more enemies on screen and a host of new ways to incorporate your devastating gadgets into a brawl. The feeling of dropping in on a sea of goons and taking them all out without sustaining one hit is breathtaking. If you're not out of your seat growling 'I'm the goddamn Batman' then there's something wrong with you. Sort it out.

The predator rooms have really been improved, too. While the core principle remains – isolate and eliminate – the

FREEZE FRAME

Taking you through the game one step at a time...



10 MINUTES

You're in Arkham City, a devil's playground. There's scum everywhere so do what's right.



3 HOURS

You've met the Joker already now, dealt with Two Face, and now it's on to the Penguin...



6 HOURS

There's not been a dull moment so far. Sidequests are open and the story's fantastic!



10 HOURS

As the story steps up, your tool belt is growing. Rocksteady is still hurling ideas at you.

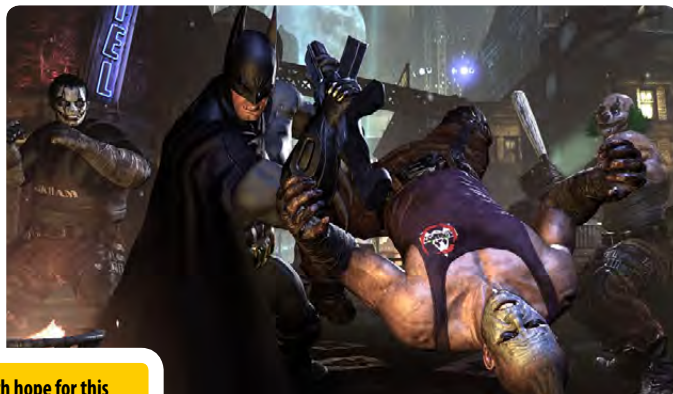


15 HOURS

You may have wrapped up the story, but there are Riddler trophies to hunt and Challenge rooms to beat.



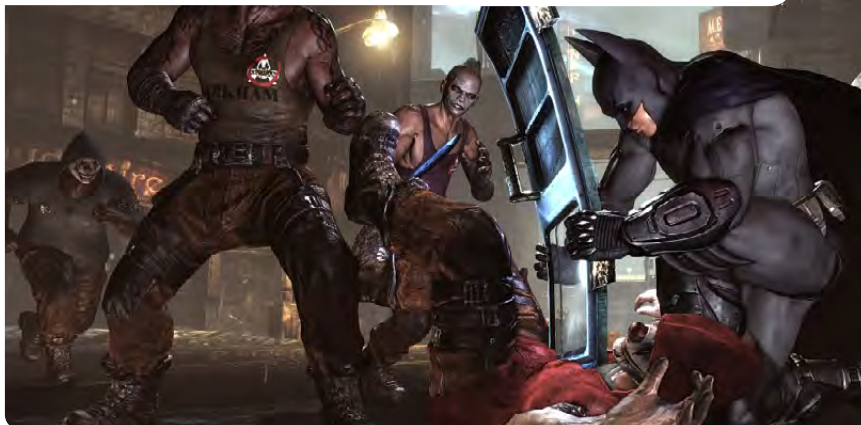
Not holding up much hope for this guy. The predator sections take place outdoors too, now. Unlucky, punk.



> Batman AC continued

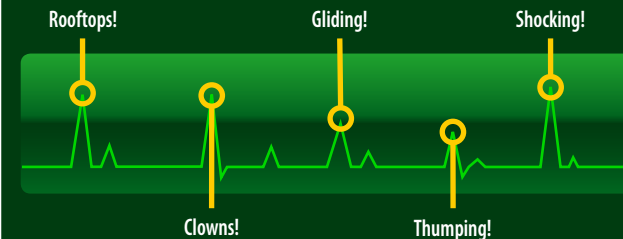
enemy AI has been retooled so they're far harder to separate, and far more likely to shoot down your sneaky hiding place or spot you with thermal vision than before. You'll have to scan the room diligently with your detective vision, identifying what you can use in your environment to dispatch your trembling foes before disappearing with a snap and a whirl of your grappling hook. Again, if you're not breathing loudly through your nose and puffing out your chest, then you need to up your Batman training regiment, pronto.

It's the world itself though, that deserves the most attention. Not one inch of space is wasted and not one texture is out of place. It's not the biggest open playground, far from it, but it's a place you'll become intimately familiar with as you patrol its skies. And of course, it's not just Batman and his rogue's gallery of nemeses vying for control of Arkham. At key moments in the story, control is handed over to Catwoman, who has her own motives



Arkham City is a dark and brooding playground, teeming with evil but still curiously beautiful.

PULSOMETER *Signs of life*



for being inside the city, not least of which is the fact that her apartment is stuck slap bang in the middle of it. Catwoman is animated with just as much care and attention as the hulking bat – her lithe, sleek leaps between buildings and her trademark whip proving just as much fun to use as Mr. Wayne's belt-full of toys.

And of course, even when Arkham City's marvellous campaign is over, the staggeringly well-realised side quests and fully-fledged Riddler treasure hunt will keep you locked in the perimeter walls for many, many more hours.

So, two years then. Two years to create a game that will be surely be held up as one of the finest of this generation. Bravo, Rocksteady. ●

360Zine Verdict

The new benchmark. A phenomenal, rich and glorious achievement



You are Batman



Incredible production values



Hugely replayable

97%

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Forza Motorsport 4



Publisher: Microsoft
Developer: Turn 10
Heritage: Forza
Motorsport series
Link: <http://forza.motorsport.net>
OUT NOW

The best thing Jeremy Clarkson has ever done

If you've only been paying a cursory amount of attention to Forza Motorsport 4, you might be forgiven for having it all wrong. Much of the pre-release talk has been about its Kinect compatibility, so much so that it wouldn't be at all surprising if people thought it was a controller-free racer and not the pixel-perfect,

petrol-nerd heaven that Forza has always been. In reality, it's actually both.

The Kinect logo emblazoned on the box is there for good reason. Not only can you walk around ludicrously high-resolution cars by actually walking around your living room, but you can turn on head-tracking during races (which works perfectly well, but

requires more of an exaggerated action than actual driving) and, of course, race controller free. Obviously this is a bit of a gimmick, but it does work if you're happy to keep the assists on and your arms in an outstretched position.

Thankfully, then, the real muscle and meat of Forza Motorsport 2 is still enjoyed with a controller or race wheel gripped tightly in your palms. And it's better than it has ever been. While it's hard to improve on Forza 3's race engine, the boffins at Turn 10 have managed it, combining new Pirelli tyre data with even tighter physics to create a fantastic sensation of driving very expensive cars very fast indeed.

Perhaps where the game is most improved though, is its presentation. Visually, it's absolutely astounding. It's as if Turn 10 saw Gran Turismo 5 and thought 'we can do that'. The car models are almost photorealistic (and yes, we know journos have been saying

that since the PS2 days, but trust us this time), the tracks are lit beautifully and crammed with detail. You can lose hours just mucking about in photo mode capturing that perfect apex shot or close up of your latest ride.

Turn 10 knows its market. This is a game for true enthusiasts, those who live for petrol fumes, screeching rubber and sun-glistened bonnets. It's why >



She's a lovely runabout. Only done about 400,000 miles...





"It's for those who love it and live it, who want to pore over every little detail"

As we've said though, Forza 4 just isn't for them. It's for those who love it and live it, who want to pour over every little detail, who want to take their newly tuned V8 for a test drive just to see if they can shave seconds off their personal best. It's for the people who have those weird bucket racing chairs or their 360 wheels bolted to their coffee tables. And if you're one of those people, you're probably already sitting behind the dash, heat pumping, waiting for the lights to turn green. ●

If you're not a petrolhead, then Forza 4 isn't really for you. This is one for those who live and breathe it.



It looks fantastic, but it's not exactly exciting. Unless you get turned on by bonnets.

> Forza 4 continued

they've roped in Jeremy Clarkson to voice the game's opening monologue, an ode to all-things automotive. It's why there's Top Gear licensing, unfathomable levels of tuning detail and about as many car manufacturers as you could ever dream of.

It's also why Forza Motorsport 4 won't appeal to everyone. Don't get us wrong, this isn't the type of exclusive experience you get from Dark Souls or Ikaruga, but even in its most accessible and likeable form yet, Forza Motorsport 4 will still be a struggle for those brought up an arcade diet of drifts, crashes and nitrous boosts. The sense of speed is realistic as opposed to exaggerated, and this can actually make the game feel a little slow at times, especially coming from Shift 2 or Hot Pursuit. It's not really a criticism, more of an observation, but it will be enough to put the less-serious racer fans off.



Roll over screen for annotations



**360Zine
Verdict**

The ultimate realistic racer, absolutely packed with content

- Beautiful to look at
- Refined handling
- Still quite dry

90%



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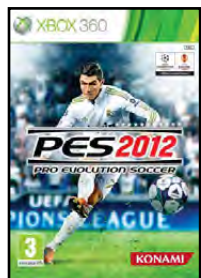
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PES 2012

A return to glory?

First things first. Before anything can be said about Pro Evolution Soccer's resurgence; about its balance between unscripted drama and actual successful mechanical changes or its best-in-class online, we have to talk bugs. And we have to talk them now.

Pro Evolution Soccer 2012 has a strange and terrible bug in it that affected our review copy, and judging by the response online, we're not alone. On certain consoles and on certain settings, Player One's little footballers

will stop and stutter when trying to walk in a straight line on every offline mode. It's a ludicrous situation that will almost certainly be patched, but if you're a football gamer without Xbox Live, you simply have to know this going in at some point in the future.

"PES 2012 has an almost intangible quality that Konami's football games have had since the PSone days"



The stadium, lighting and player likenesses are excellent throughout.

captures that magic that's been missing for years. While FIFA might seem like a better simulation, with its superior animation, passing and physics, it just doesn't get your heart racing.

PES 2012 combines the brilliance of the old games with plenty of modern tricks. It looks good, not great, with excellent player likenesses but slightly robotic movement. It sounds terrible, >

It's a crying shame, too. If it happens to you and there is no fix, then ignore that score on the next page, as to be totally honest, the game's barely playable. If, however, you're lucky and it works fine, they do patch it, or you're just playing online, then it's time to celebrate, as finally, *finally*, PES is back. It feels good to say that.

So what exactly does PES 2012 do that its current-gen predecessors failed to? Quite simply, it brings back that 'ooh' factor. It's an almost intangible quality that Konami's football games have had since the PSone days; that ability to get you out of your seat, eyes wide open, shoulders tense... and it's always accompanied by the same sound: 'ooooooooooh!'

Whether it's a speculative shot that the keeper just tips onto the bar, a header that seemed impossible to get to, a last-ditch tackle or just a lovely bit of skill and a tidy finish, PES 2012





Bending a free-kick into the top corner is a rare occurrence, but when it happens, it's oh so sweet.



If we did this in school games lessons we'd get a rollocking. Get on with it you lazy pair of oafs.

> PES 2012 continued

too, but you already knew that. What it does do so well though, is mimic the highs and lows of a football match, and allow you to truly play in a number of different styles. Improved off-the-ball movement (and at least the ability to send teammates on runs) means you can play the exact way you want to, and while a few passes may go astray and a few shots might not make a whole lot of sense, it's easily forgivable when it all flows together.

Off the pitch, PES 2012 has made great strides, too. The Master League is still an esoteric slice of compelling brilliance, now under the banner of 'Football Life', and features cheesy cut-scenes and interaction with grumpy players, along with the usual transfers and tactics.

It's playable online too, like last year's, and for once PES's netcode is strong and stable. In 20-or-so matches we've seen no discernible lag or input

"PES 2012 has brought the drama back to digital football"

delay, and connection issues aren't a concern. Joining Master League Online and your typical ranked matches are timed competitions which play out like mini World Cups. They're dangerously addictive, too.

There's still room for improvement, and that bug is a potential game-killer, but PES 2012 has brought drama back to digital football. For the first time, there are two strong choices this year. It's time to pick a team. ●



Roll over screen for annotations



**360Zine
Verdict**

It's ropey in parts, but the ambition and enjoyment do shine through

- Has the Pro Evo magic
- Fantastic online
- Buggy and awkward

86%





Dark Souls

Prepare to die. Forever

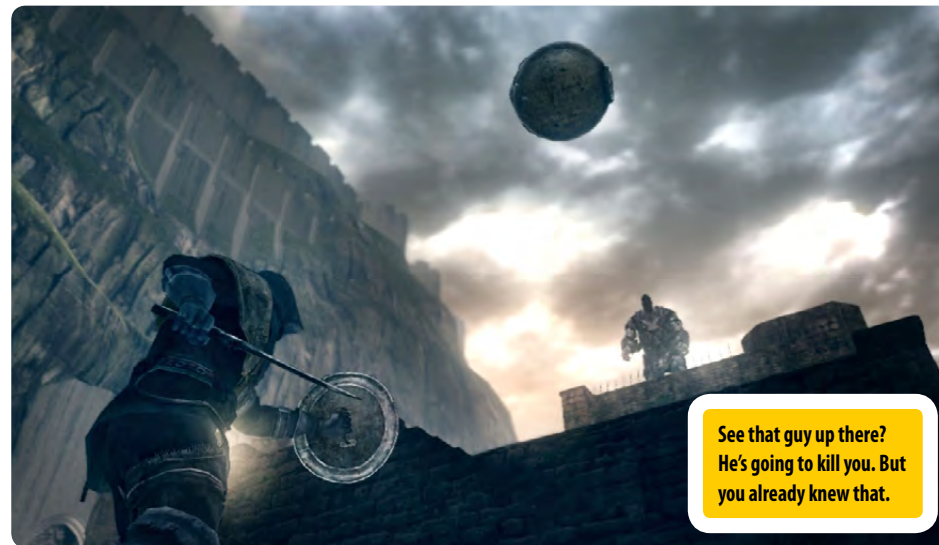
Publisher: Namco
Developer: From Software
Heritage: Demon Souls,
Chromehounds
Link: www.preparetodie.com
OUT NOW

How much time do you have? Seriously, how much? Can you frit away hours at a time rolling around your carpet singing A-ha songs because you've literally got all the time in the world? Can you see your evenings as six-hour chunks of empty fluff to spend however you wish? Have you ever had time to say you were bored? Then you might just have enough for Dark Souls.

Someone's probably already told you how hard it is, but until you've actually stepped into the armoured

"It's out to get you. It hates you. But it sort of loves you, too"

boots of one of Dark Souls' choice of hapless adventurers and experienced this most unusual of RPGs, you can never truly know. Dark Souls is out to get you. It hates you. But it sort of loves you, too. If it was your Facebook girlfriend, the relationship would be 'complicated'. Then it would cancel your Facebook account, set fire to your



See that guy up there? He's going to kill you. But you already knew that.

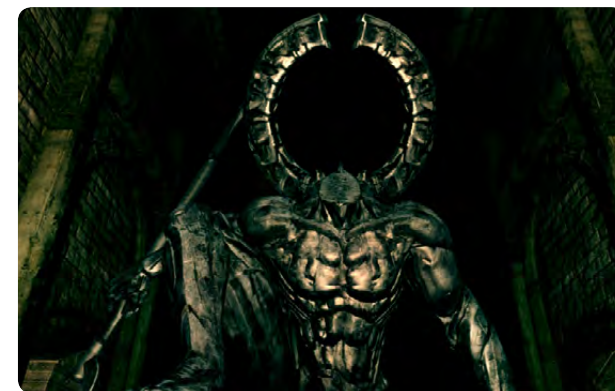
computer and poison Mark Zuckerberg. And yet, you'd still come back for more.

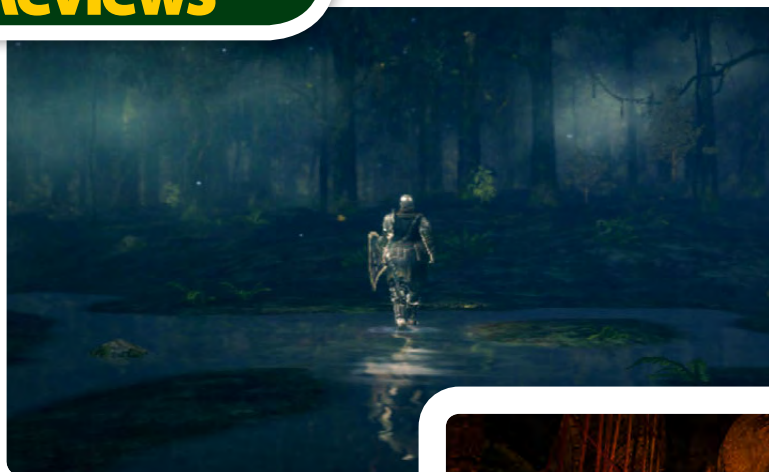
While Dark Souls is most certainly an RPG, with levels and inventories and dragons and spells, it's a game that's generally focused around combat. This isn't God of War-style beatdowning (yes, that is a real word), this is thudding, methodical swords and shields-fuelled mindgaming, where a single stroke from an enemy's blade can cost you your life.

That's the beauty of it, though. While it's hard, it's not unfair. Well, actually it is when you drop down a cliff because a giant rat looked at you sideways. But for the most part, if you concentrate, take every encounter seriously, and run away if you know the bloke in front of you is harder than Chuck Liddell, then you can find success. Until you die, of course.

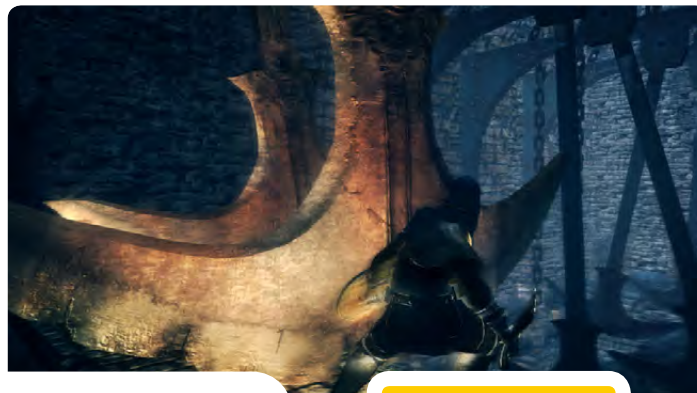
Death in Dark Souls is just as savage as everything else. In fact, you're

already dead, as the whole game takes place in Hell. But if you are killed, sorry when you are killed, you drop a little glowing ember – which contains all your souls – at the exact spot of your death. You're then sent back to the nearest bonfire (checkpoint, basically), and have to get your souls back. Easy enough, right? Well, every single enemy has now respawned. And if you don't get your souls back, you

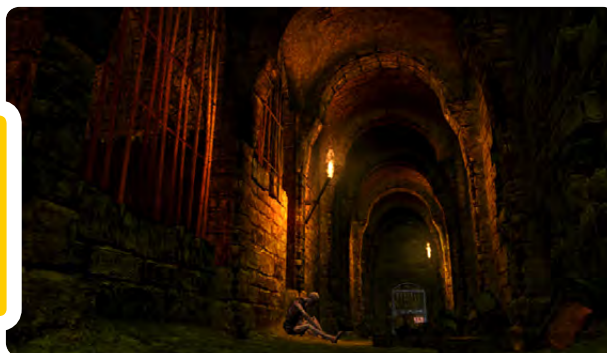




See that forest above, or those arches to the right? They're going to kill you. But you already knew that.



See those axe things? They're going to kill you. But you already knew that.



Roll over screen for annotations



> Dark Souls continued

lose them forever. In case you hadn't figured it out, you need souls for levelling up, buying equipment and repairing your weapons. Fun.

So it sounds like a nightmare, right? Well it is. Actually, that word is oddly apt. Remember 80s kids-TV classic Knightmare? The one with the chump kid in a horned helmet being guided around a hellish dungeon by his three clueless mates? The one where you could die at any minute instantly and no-one ever won? This is the gaming equivalent of that. For every death, for every lost soul and for every trudge to the boss that will kill you again, and again, there's still something worth persevering for.

From Software has crafted a world that's so bleak yet so beautiful, one where you never know what to expect, where every step is trepidatious and every corner is murderous. It's endlessly inventive and completely and utterly

"Dark Souls genuinely pushes boundaries and refuses to bow to the pressures of modern game design"

uncompromising. You can't even party chat while you're playing.

Dark Souls genuinely pushes boundaries and refuses to bow to the pressures of modern game design, and it must be applauded and revered for that. Does that mean you should play it though? Well, how long do you have? It takes a lifetime to learn how to die. ●



**360Zine
Verdict**

Too tough and time consuming for most, but amazing for the few

- Chillingly bleak atmosphere
- Uncompromising combat
- Incredibly time consuming

86%





PREVIEWED! UFC UNDISPUTED 3

REVIEWED!

THE ELDER SCROLLS V: SKYRIM SAINTS ROW: THE THIRD
MODERN WARFARE 3 ASSASSIN'S CREED REVELATIONS

Issue 61 Out 1st Dec

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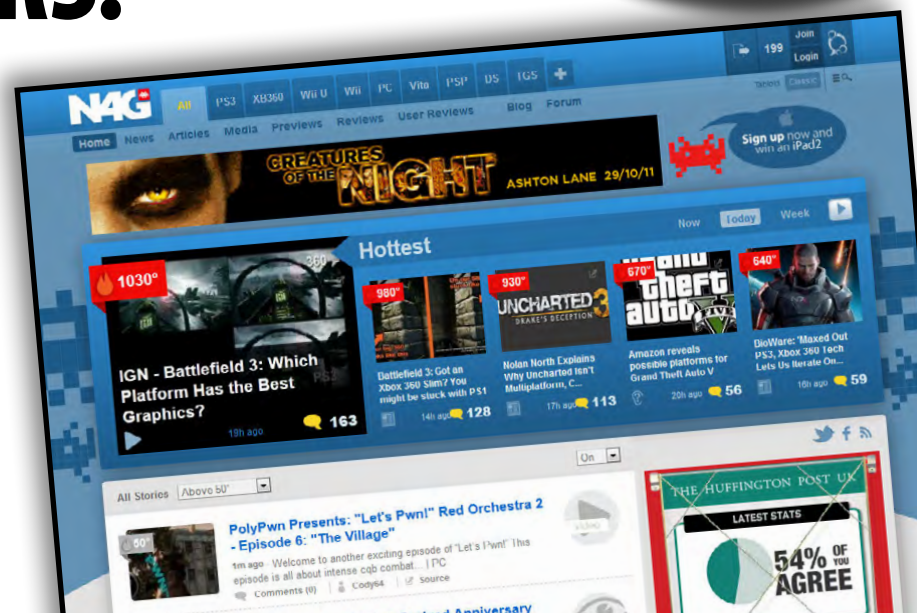
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BATTLEFIELD 3

MISSION BRIEFING

FROM THE PUBLISHERS OF P3ZINE AND 360ZINE

EXCLUSIVE ACCESS TO 2011'S
MOST ANTICIPATED SHOOTER!

EVERYTHING YOU NEED TO
KNOW ABOUT MULTIPLAYER!



A soldier in a gas mask and tactical gear, holding an assault rifle, stands in a war-torn urban environment. The soldier is wearing a black gas mask with a large circular filter and a headlamp. The background shows a city street with smoke and debris.

WELCOME TO THE BATTLEFIELD, SOLDIER

What began as a feud is now a war. With only days to go until 2011's most anticipated shooter invades store shelves, excitement and expectation for Battlefield 3 couldn't be any higher.

Over the last few months of the game's development we've been granted exclusive access to Battlefield 3, spending hundreds of hours waging war online against developer DICE, and getting to grips with the opening moments of Battlefield 3's explosive campaign.

You can find our in-depth reports on all frontline activity within these very pages, outlining what to expect when you're dropped into battle on October 28th and telling you everything you need to know about the classes, weapons and vehicles you'll be able to take control of exclusively in Battlefield 3.

Forget everything else this autumn: Battlefield 3 could be the only shooter you'll need this year. So hop to it, private – turn the page to find out why!

I'll see you on the battlefield...

David Scammell, Editor

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Hands-on with Battlefield 3's campaign

Multiplayer

Battlefield 3's MP goes under the knife

Interview

We track down SAS legend Andy McNab

History of Battlefield

DICE reminisces over Battlefield's heritage

Pre-order

What's your favourite pre-order bonus?



The world is on the brink of a Third World War. The threat of dirty bombs lingers over busy public transport hubs, coalition troops fight armed insurgencies in the dustbowl of the Middle-East, and civilians across the globe cower in their homes over fresh fears of terrorism.

In Battlefield 3's emotionally supercharged campaign, you'll get to experience the thrill and the challenge of modern warfare (ahem) from all sides, stepping into the boots of armed forces and patriots from across the globe.

Over the next few pages, we've selected a handful of Battlefield 3's missions that DICE has chosen to share with us, revealing what to expect when you head into battle on October 28th. The question you have to ask yourself is: Just how far will you go to save your country?

BATTLEFIELD 3

SINGLE-PLAYER MISSION BRIEFING



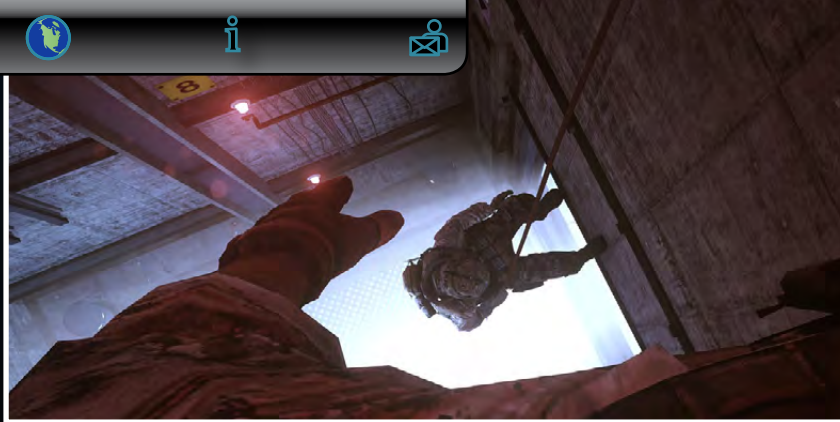
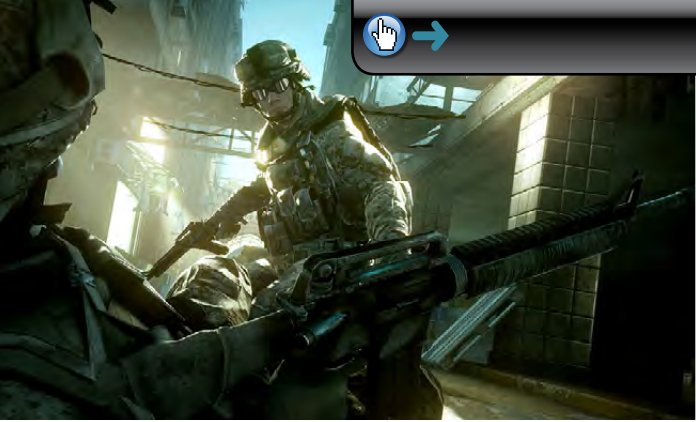


MAKER

You'll be heading deep inside enemy territory Marines, so remember to check those corners. Those high-rise buildings throughout the district make for good vantage points for enemy snipers, and always watch your step, as IEDs are known to be in the area.

And one last thing. We know those tremors can be a pain in the ass when lining up a shot, but remember that Al Sulaymaniyah is a highly populated market town, so always verify your target before firing. Civilian casualties are totally unacceptable.





UPRISING

Sgt. Henry Blackburn
Mar 15, 20:36 Zulu
Al Sulaymaniyah,
Iraq
Objective: Hold off
PLR and escape

We've just been informed that the PLR is staging a military coup. Blackburn, with the Viper Squad rescue operation FUBAR'd, we're sending in an Osprey to extract you, but we're going to need your help in clearing the LZ. We can't risk losing another bird if it gets too hot.

Evac will take place at the parking garage you first encountered resistance at earlier today. But be careful out there... Al Sulaymaniyah has crumbled following that

quake and the PLR has taken control of the district. It's getting late now, so use the low light to your advantage. We'd advise keeping quiet and avoiding contact whenever necessary to help your chances of getting out alive.

Oh, and Blackburn. We've identified a high-ranking officer of the PLR known as Soloman as the man that's behind the coup. If you're able to, find out as much intel as you can about him.

You'll be on your own out there, Sergeant. Good luck.





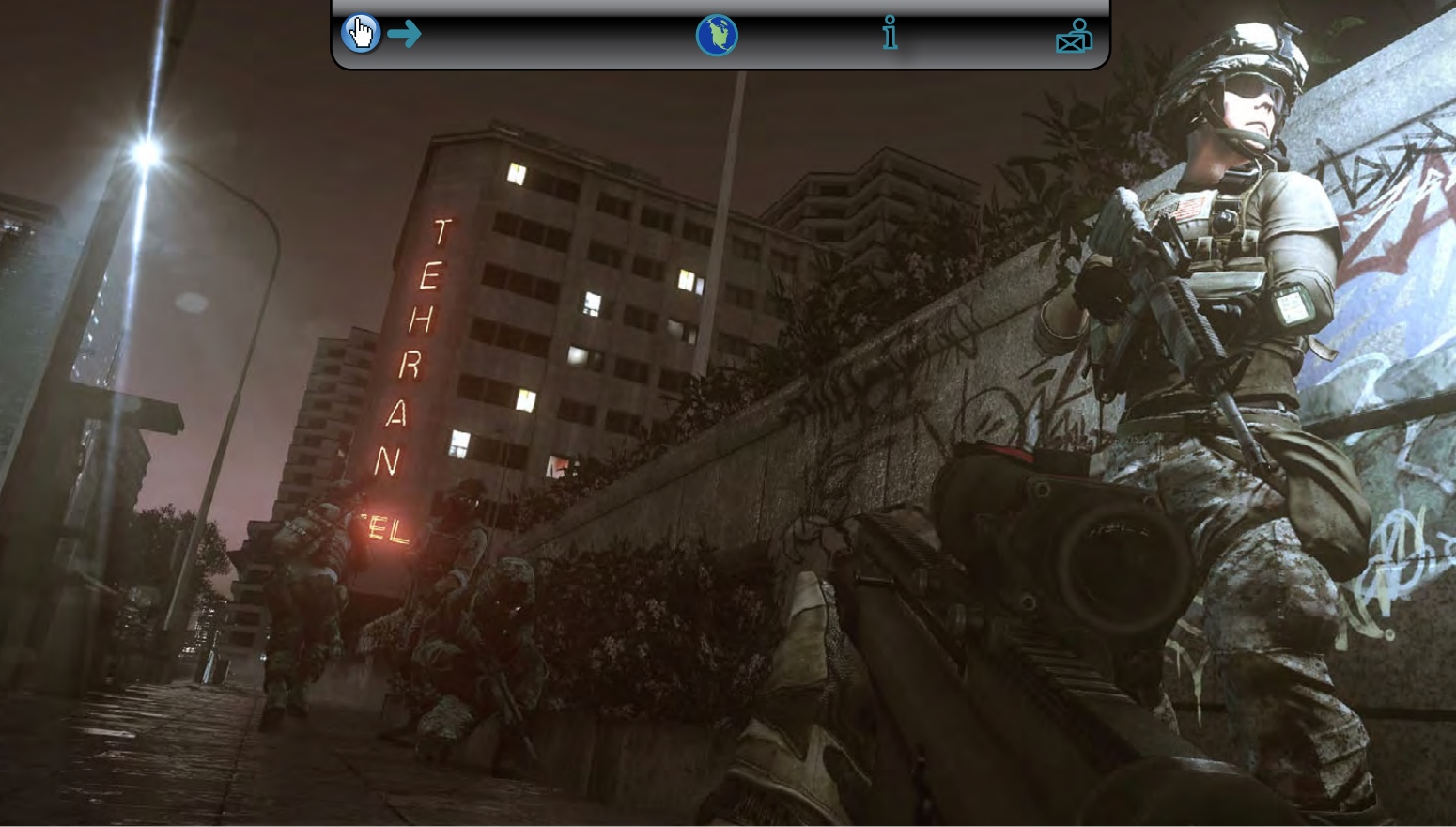
GOING HUNTING

Lt. Jennifer Hawkins
Oct 31, 06:00 Zulu
USS George HW Bush,
Persian Gulf
Objective: Secure
Tehran Airspace

With Farukh Al-Bashir mobilising forces across Tehran, the USS George HW Bush has received orders to secure Tehrani airspace and achieve air superiority. Hawkins, you'll be piloting an F-18 off the coast of Tehran. To eliminate the threat of enemy resistance, your orders are to intercept and destroy enemy aircraft docked at Tehran's military airfield, and engage any and all air and ground targets encountered on your mission.

Surface-to-air missile sites are expected to be positioned around the airfield and you've been given full authorisation to access the aircraft's entire weapons system, including the use of the ground-targeting weapons guidance system. Remember to switch to infra-red targeting to verify your targets efficiently. Counter-measures will be available on-board should you encounter resistance. And remember to keep your eyes to the sky, Lieutenant, this is enemy territory, and anything could be out there. Good hunting.





OPERATION GUILLOTINE

Sgt. Henry Blackburn

Oct 31, 06:45 Zulu

Tehran, Iran

Objective: Secure
Khojir Apartment
Complex

Welcome back on duty, Sergeant. We need you to secure the Khojir Apartment Complex situated deep inside the city to help allied forces take back control of Tehran.

You'll have to clear out the enemy MG nests overlooking the riverbank first. We can't proceed without those machine guns being dealt with. Remember to use your M320 grenade launcher when eliminating them. One well-placed shot should be enough to put down an entire outfit.

This is a dawn operation so we'd suggest setting up a mortar to fire off some illumination rounds before engaging enemy forces. Cole will be joining your squad to replace Chaffin – I believe you know Montes, Matkovic and Campo already.

When you arrive at the apartment complex remember your training. If you suspect hostiles, breach and clear those rooms using frag grenades. On securing the complex, Sergeant Brady will be waiting to brief you on the rest of your mission...





BATTLEFIELD 3

MULTIPLAYER WALKTHROUGH

Forget perks and killstreaks, authentic modern warfare requires skill. Battlefield 3 takes vehicle and infantry-based multiplayer warfare to the next level, shipping with nine massive maps and five different game modes to create DICE's biggest and best multiplayer shooter yet.

We've been lucky enough to spend hours with Battlefield 3's multiplayer, waging war online against the good folks at DICE and with some of you during the open Beta.

Over the next few pages we'll detail each of the squad classes, weapons and some of the vehicles you'll be able to take control of in the game's multiplayer in our fully-interactive walkthrough, giving you an opportunity to plan those tactics for when the game releases on October 28th.



CLASSES

ASSAULT

EQUIPPED WITH A DEFIBRILLATOR KIT AND A RANGE OF ASSAULT RIFLES, THE ASSAULT CLASS SERVES AS THE LEADING LINE OF OFFENSE WHEN ATTEMPTING TO STORM M-COM STATIONS OR TAKE CONTROL OF ENEMY TERRITORY.

DEFAULT WEAPONS



EQUIPMENT



CLICK TO
CHANGE CLASS



WEAPONS

HOVER OVER
HIGHLIGHTED
WEAPONS FOR
OUR PICK OF
THE BUNCH!

ASSAULT RIFLES

- M16A4
- M416
- G3
- AK-74M
- AN-94
- KH2002
- AEK-971
- F2000
- AS VAL

CARBINES

- M4A1
- G36C
- AKS-74U
- SCAR H CQB
- A-91
- SG 553LB

SUB MACHINE GUNS

- P90
- P90 TR
- MP7
- UMP-45
- PDR
- PP2000

SHOTGUNS

- 870 MCS
- M1014
- USAS-12
- SAIGA 20K
- DAO-12

LIGHT MACHINE GUNS

- M249
- M60
- M27 IAR
- M240
- RPK
- PECHENEG
- TYPE 88

SNIPER RIFLES

- MK11
- SVD
- SV-98
- M98B
- M40A5
- M82A3
- M39
- SKS

LAUNCHERS

- AT4
- SMAW
- RPG-7
- JAVELIN
- FIM-92 STINGER
- SA-18 IGLA

PISTOLS

- M9
- M93R
- MP-443
- MP412
- GLOCK 17

- GLOCK 18
- M1911

MISCELLANEOUS

- M67 FRAG GRENADE
- M18 SMOKE GRENADE
- C4 EXPLOSIVES
- M15 ANTI TANK MINE
- CLAYMORE MINE
- 60MM MORTAR



CONTROL →



VEHICLES



M1A2 ABRAMS

DEBUTING DURING OPERATION DESERT STORM, THE M1 ABRAMS HAS BECOME THE PRIMARY BATTLE TANK OF THE US MILITARY.

THE M1A2 FEATURES NUMEROUS UPGRADES OVER EARLIER ITERATIONS, INCLUDING THERMAL IMAGING AND NAVIGATION EQUIPMENT. WITH THICK ARMOUR PLATING, THE M1A2 IS ALSO ONE OF THE HEAVIEST TANKS IN THE FLEET, WEIGHING ALMOST 70 TONNES.

NATIONALITY: US
IN SERVICE: 1980-PRESENT DAY
UNIT COST: \$6.21M
WEIGHT: 67.6 TONNES
CREW CAPACITY: 4
PRIMARY WEAPON: 120MM CANNON
SECONDARY WEAPONS: 1 X .50 CALIBER HEAVY MACHINE GUN, 2 X 7.62MM M240 MACHINE GUNS



BREAKING COVER

Ex-SAS operative Andy McNab is a hard man to track down. So when we caught him sneaking around DICE, we took the opportunity to ask him about his experiences on helping to create Battlefield 3.

What was the attraction of working with Electronic Arts on Battlefield 3?

The maturity of it. It's a game, so alright there's all the flashes and the bangs, but actually there's quite an intricate storyline and there's room for development. It has a bit more substance behind it.

How does advising on a game differ between working on films and books?

There's more of a creative process in gaming. Everybody working on it is invested in the story and trying to make it right. There's also more flexibility. Obviously there are cut-off times or they'll say you're talking shit, we can't do it, but that's the beauty.

Were there any things you specifically looked to have changed in the game?

You've got to remember that DICE has a lot of background and they know what they're doing. But they're trying to elevate it to the point where everything feels right.

"A gamer will be as much into it as somebody on the battlefield"

Do you think games can ever really come close to portraying the emotion and adrenaline of an actual battlefield?

It is entertainment. It's not as if it's something that's trying to traumatisé people. But I think there might be

similar levels of a sense of failure or fear. A player doesn't want to f*ck up. They want to get to the next level, and the emotion of wanting to progress is the same emotion as people in the battlefield.

We're all emotional humans but they come out at different levels with different motivations. A gamer will be as much into it as somebody on the battlefield, only in a different way. There's no illusion that he's on the battlefield, but the emotions are the same. The heartbeats are up.

Do you think Battlefield 3 offers the most authentic representation of war yet seen in a videogame?

I don't think so, I know so. ●

McNab is a best-selling action author working with DICE to deliver Battlefield 3's authentic military experience. He is also the author of the upcoming novel Battlefield 3: The Russian.



THE HISTORY OF BATTLEFIELD

With a universe that spans a 200-year time period, the Battlefield franchise has literally been to the ends of the Earth and back since its debut in 2002. But what was it about the series that made it so successful, and why does the franchise continue to resonate with fans almost 10 years on? We look back on the history of Battlefield alongside DICE veteran Patrick Bach, and ask where the series could be headed in the future...

Believe it or not, but in 2002 shooters were not the biggest genre. Not our words, but those of Battlefield 3's Executive Producer Patrick Bach, a man drafted in to Digital Illusions Creative Entertainment in the early Noughties to head up design on Xbox rally game Rallisport Challenge 2, a genre which at the time, Bach recalls, was "even bigger" than the first-person shooter.

DICE's development history reflected such trends, although the team's talent had yet to be realised. With only a few pinball titles for the Amiga and a handful of other releases under its belt,

including Xbox platformer Shrek and PSone racer Motorhead, the studio was yet to have its first major hit. But that changed during the summer of 2002.

ROLLING THE DICE

"At the time there was this dream of a shooter game where you could free-roam," says Bach, before recounting the days of his addiction to Half-Life-mod Counter-Strike. "Most games back then were just super-fast paced, arena-based shoot-outs. No one had ever seen a game that was openworld with lots of players, and with different weapons, gadgets and vehicles."

Battlefield 1942, with its vast open-ended maps, class-based gameplay and controllable vehicles, was to be that game. "Battlefield 1942 was the first game that gave you the fantasy of being on a big battlefield," he continues. "This was the first time people could be more strategic and play the game more or less at their own pace. I think people wanted that."

They certainly did. Releasing on PC in September 2002, Battlefield 1942 launched to overwhelming success, selling in excess of three million units within its first two years of release – an unprecedented feat for a multiplayer PC shooter at the time, winning numerous Game of the Year awards and spawning two expansion packs that would further explore the game's World War II era. Last year, it was awarded the coveted Swedish Game of the Decade award by the Swedish Games Industry. ➤



2005's Battlefield 2 is one of the most played online games of all time.

TIMELINE

The Battlefield series has traversed countless time periods. Here's the line-up in full...

2002	2003	2003	2004	2005	2005	2005	2006	2006



> SHOOT TO SELL

But to the industry, Battlefield 1942 wasn't just an unexpected hit, it was an eye-opener. With the increased speed and accessibility of the Internet, the popularity of multiplayer-focused games was about to sky-rocket.

Two years after Battlefield 1942 (and just two days prior to the arrival of bitter rival Unreal Tournament 2004), DICE released Battlefield Vietnam, the first Battlefield title to explore a period outside of World War II, and an era the team would return to six years later for Battlefield: Bad Company 2's Vietnam expansion pack. "People have this romantic connection to that era with the music and its history in cinema," says Bach, "so it was really cool to portray that fantasy."

But it was Battlefield 2's release in 2005 that would really propel the franchise to the forefront of the shooter market. The true sequel to 1942, Battlefield 2 brought

the series into the modern day, adding innovative new modes and gameplay mechanics (including the now staple ability to play in a squad), and reinventing the game via a new engine that let the expertly designed maps shine – including the legendary Karkand. "Karkand is a great map," says Bach. "If you look back over the history of Battlefield, Karkand is probably the map you played the most."

Selling almost 2.5m copies in its first year of release and later spawning its very own console version (the first time Battlefield had ever made its way off the home computer), Battlefield 2 became so popular that it was soon used in professional gaming tournaments across the globe – something Bach remembers very fondly.

"18 months after BF2's release we were given this wild card invitation to a Norwegian competition that basically said 'you will play in the finals immediately because you are so good'.

"Oh my God, we were eaten alive by those people. They were saying that we had a very interesting strategy. 'They're doing something completely unique that we haven't seen before', they said, 'it must be some cunning plan'. And after a while that changed to, 'oh, there's no plan, they're just crap!' We got completely hammered!"

DICE's experiment with modern warfare in Battlefield 2 would form the basis of the franchise's later life – but not

before a brief stopgap 200 years after the series' start-point. "Battlefield 2142 was really powerful because we could skew it and make things up," Bach says, reflecting on the title that took fans all over the globe in a fictional 22nd century battleground. Remembered for its inventive weaponry and unique Titan mode – a new mode which saw opposing teams attempt to destroy each other's mammoth pilothable warships – 2142 continued the franchise's success, although concerns from fans of the game being little more than a full-price mod meant DICE would have to go back to the drawing board for its next big Battlefield release.

ELECTRONIC ACQUISITION

Months prior to 2142's release, Electronic Arts had just completed its £17m acquisition of DICE, and the shooter war had started to heat up. A year later in 2007, rival shooter team Infinity Ward would unleash Call of Duty: Modern Warfare 4, propelling the experience to a new console audience and reinventing the world of multiplayer shooters. But DICE would quickly bounce back, delivering its first Battlefield title built specifically for next-gen consoles, and the first game in the series to include a fully-featured single-player campaign, Battlefield: Bad Company.

Bad Company launched in June 2008, and with it, introducing DICE's brand new Frostbite Engine, a new engine that >

The free-to-play Battlefield Heroes has over seven million registered users.



> would provide both industry-leading visuals and HDR audio. A spin-off to the core franchise, Bad Company took the series in a new direction, telling the story of Private Preston Marlowe, a soldier fighting in B-Company, a four-man rag tag squad of dishonoured privates. Notable for its comedy (and for its lack of appearance on PC, a telling sign of the direction the industry was headed in), Battlefield: Bad Company went on to sell almost 2.5m copies, re-establishing the series as a key contender in the shooter war.

BATTLEFIELD FREE
 Battlefield returned to PC the following year, but under a different guise. Now free-to-play, the launch of Battlefield Heroes marked a new direction for the series on PC, offering stylised visuals and promoting accessibility to new Battlefield players. This free-to-play approach would be returned to two years later with Battlefield Play4Free, a browser-based version of Battlefield that used a modified version of the Battlefield 2 engine to provide a more familiar – and more compelling – experience to Battlefield’s core fanbase. In the meantime, a multiplayer-only sequel to Battlefield 1942 offered console players the chance to visit the iconic Wake Island via the downloadable release of Battlefield 1943.

DECLARING WAR
 But it was in 2010 that DICE’s experience with the franchise would culminate in the highlight of the series so far, and declare a new war against Call of Duty. Battlefield: Bad Company 2, a title lauded by many as being the strongest multiplayer shooter on console, and a game that would revive mass interest in the Battlefield series.

“I honestly think that Battlefield: Bad Company 2 is the best Battlefield experience so far,” says Bach. “It used everything we’d learned, and even though it could feel like it was a simplified version [of Battlefield], it actually had more depth and complexity. People thought that since they could use it, it wasn’t complicated; that it needed to be hard to be complex.”

Bad Company 2 saw the return of Marlowe and co., but positioned them within a more adult story that took players across Russia, Ecuador and the heart of the United States. Bach admits, however, that in spite of the game’s more mature direction, some content had to be cut for the game to reach a BBFC 15 certificate, a decision that won’t be repeated for Battlefield 3’s release later this year. “We actually had a problem with Bad Company 2 because we originally wanted that to be 18-rated. We had to cut some stuff because we agreed that we might reach a bigger audience if we go 15 rather than 18. We were really clear when we started Battlefield 3 that we didn’t want any restrictions on what we were building.”

But age wars aside, it was Bad Company 2’s multiplayer that ended up being most fondly remembered, reviving Battlefield’s awesome Rush mode and delivering those trademark ‘Battlefield Moments’ through its fantastic maps.

“Honestly, when it comes to how well-designed they were, I think some of the Battlefield: Bad Company 2 maps are better than Karkand,” says Bach. “Arica Harbour shows the variety of Battlefield. I would say Karkand, Arica Harbour and Operation Metro are the best maps we’ve ever built.”

Players will get to experience Operation Metro for the first time when Battlefield 3 launches this October, building on the studio’s experience with modern-day combat to deliver what will undoubtedly be DICE’s greatest achievement to date.

But what does the future of Battlefield have in store post-Battlefield 3? With three consecutive core releases set in the present day, is DICE settled in its ways? “No, we’re certainly not settled, that’s for sure!” Bach assures us.

“I have a hard time sticking in one era. We want to try whatever we think is the most interesting thing at the time.” ●



THE FUTURE
“I have a hard time seeing that we’ll get stuck in one era,” says Bach, but where could BF head in the future?



MIDDLE AGES



WORLD WAR I



COLD WAR



OUTER SPACE

HAVE YOUR SAY! PRE-ORDER BONUSES

With the current trend of publishers offering up a variety of bonuses to pre-order customers, we know just how frustrating it can be when deciding where to pre-order from.

But now's your chance to tell EA exactly what you want from pre-order bonuses. We've listed all of Battlefield 3's pre-order bonuses here, and it's up to you to vote for the one you're after.

Just click the Vote button on your favourite bonus, and we'll send the results back to EA!



LIMITED EDITION

- INCLUDES BACK TO KARKAND EXPANSION PACK FEATURING FOUR LEGENDARY MAPS FROM BF2 RE-IMAGINED WITH FROSTBITE 2 TECHNOLOGY
- CLASSIC WEAPONS AND VEHICLES
- UNIQUE REWARDS AND NEW ACHIEVEMENTS
- PHYSICAL WARFARE PACK CONTAINING EXCLUSIVE WEAPONS AND ATTACHMENTS
- BATTLEFIELD PLAY4FREE ITEMS, INCLUDING THE POWERFUL 807S SHOTGUN AND THE STYLISH BERET

GAME

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